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1 System architectures for computer music
John W. Gordon
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2
Full text available: pdf(4.61 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Computer music is a relatively new field. While a large proportion of the public is aware of computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

2 Pseudo-Random Sequence Based Tuning System for Continuous-Time Filters
F. Corsi, C. Marzocca, G. Matarrese, A. Baschirotto, S. D'Amico
February 2004 **Proceedings of the conference on Design, automation and test in Europe - Volume 1**
Full text available: pdf(173.78 KB) Additional Information: full citation, abstract, index terms

Continuos-Time filters are widely used in signal processing but require a tuning system to align their frequency response. Several tuning techniques have been proposed in the literature, which can be grouped in two basic schemes: master-slave and self-calibrationarrangements. Here we propose a novel tuning approach which can be applied to both tuning schemes. The tuning algorithm is based on the application of a pseudo-random input Test Pattern Signal and on the evaluation of a few samples of th ...

3 Second-generation image coding: an overview
M. M. Reid, R. J. Millar, N. D. Black
March 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 1
Full text available: pdf(12.23 MB) Additional Information: full citation, abstract, references, index terms, review

This article gives an overview of a diverse selection of currently used second-generation image coding techniques. These techniques have been grouped into similar categories in order to allow a direct comparison among the varying methods. An attempt has been made, where possible, to expand upon and clarify the details given by the original authors. The relative merits ans shortcomings of each of the techniques are compared and contrasted.

**Keywords**: MRi, compression, image coding

4 Highly scalable image coding for multimedia applications
Jie Liang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Full text available: pdf(1.54 MB) Additional Information: full citation, references, citings, index terms

5 Progress in Picture Processing: 1969--71
Azriel Rosenfeld
June 1973 **ACM Computing Surveys (CSUR)**, Volume 5 Issue 2
Full text available: pdf(2.34 MB) Additional Information: full citation, references, citings, index terms

6 Circuit emulation services over ethernet-part 1: clock synchronization using timestamps
James Aweya, Michel Ouellette, Delfin Y. Montuno, Kent Felske
January 2004 **International Journal of Network Management**, Volume 14 Issue 1
Full text available: pdf(260.66 KB) Additional Information: full citation, abstract, references, index terms

Due to Ethernet's ubiquity, simplicity, scalability and cost effectiveness there is significant customer demand for Ethernet-based access and transport in the metropolitan network. Many service providers have recognized this need and are currently establishing Ethernet-based services to meet this demand. The migration to all-Ethernet access will not be instantaneous since many customers currently have legacy TDM access interfaces on their routers and PBX equipment. Circuit Emulation Services (CE ...

7 A Hybrid Architectural Style for Distributed Parallel Processing of Generic Data Streams
Alexandre R. J. Francois
May 2004 **Proceedings of the 26th International Conference on Software Engineering**
Full text available: pdf(250.47 KB) Additional Information: full citation, abstract

Immersive, interactive applications grouped under theconcept of Immersipresence require on-line processing andmixing of multimedia data streams and structures. One criticalissue seldom addressed is the integration of differentsolutions to technical challenges, developed independentlyin separate fields, into working systems, that operateunder hard performance constraints. In order to realizethe Immersipresence vision, a consistent, generic approachto system integration is needed, that is adapted ...

8 Image based flow visualization
Jarke J. van Wijk
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3
Full text available: pdf(2.75 MB) Additional Information: full citation, abstract, references, citings, index terms

A new method for the visualization of two-dimensional fluid flow is presented. The method is based on the advection and decay of dye. These processes are simulated by defining each frame of a flow animation as a blend between a warped version of the previous image and a number of background images. For the latter a sequence of filtered white noise images is used: filtered in time and space to remove high frequency components. Because all steps are done using images, the method is named Image Bas ...

**Keywords**: flow visualization, line integral convolution, texture mapping

**9** Minimal length diagnostic tests for analog circuits using test history
Alfred V. Gomes, Abhijit Chatterjee
January 1999 **Proceedings of the conference on Design, automation and test in Europe**
Full text available: pdf(268.75 KB) Additional Information: full citation, citings, index terms

**10** A frequency based ray tracer
Mark R. Bolin, Gary W. Meyer
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**
Full text available: pdf(379.38 KB) ps(6.74 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: DCT, JPEG, Monte Carlo, adaptive sampling, color, ray tracing, reconstruction, visual perception

**11** Model-based object recognition in dense-range images—a review
Farshid Arman, J. K. Aggarwal
March 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1
Full text available: pdf(3.42 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

**Keywords**: 3D object recognition, 3D representations, CAD-based vision, dense-range images, image understanding

**12** An approach to speech synthesis and recognition on a digital computer
B. V. Bhimani, R. D. Merrill, R. P. Mitchell, M. R. Stark
January 1966 **Proceedings of the 1966 21st national conference**
Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, references, index terms

The economics of storing, organizing, and interrogating the ever-increasing data bases that computer users have to deal with dictates the use of large computers located alongside tape libraries that store the data. Such computers and libraries will necessarily serve a large population of widely scattered users. Moreover, many of the users may not be trained as computer programmers and their interests may not lie in the area of techniques of man-machine communications. Such an inc ...

**13** Object-based and image-based object representations
Hanan Samet
June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, index terms

An overview is presented of object-based and image-based representations of objects by their interiors. The representations are distinguished by the manner in which they can be used to answer two fundamental queries in database applications: (1) Feature query: given an object, determine its constituent cells (i.e., their locations in space). (2) Location query: given a cell (i.e., a location in space), determine the identity of the object (or objects) of which it is a member as well as the re ...

**Keywords**: Access methods, R-trees, feature query, geographic information systems (GIS), image space, location query, object space, octrees, pyramids, quadtrees, space-filling curves, spatial databases

14 Modeling methodology a: Hybrid dynamic systems: models for continous and hybrid system simulation

Mariana C. D'Abreu, Gabriel A. Wainer

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Full text available: pdf(573.77 KB) Additional Information: full citation, abstract, references

The DEVS formalism was defined as a method for modeling and discrete event systems. DEVS theory evolved and it was recently upgraded in order to permit modeling of continuous and hybrid systems. Here, we present a first experience on the use of two of the existing methods for defining continuous variable DEVS models (namely, the QDEVS and the GDEVS formalisms), to develop continuous and hybrid systems simulations. We show how to model these dynamic systems under the discrete event abstraction ...

15 Orthologic and quantum logic: models and computational elements

J. P. Rawling, S. A. Selesnick

July 2000 **Journal of the ACM (JACM)**, Volume 47 Issue 4

Full text available: pdf(208.52 KB) Additional Information: full citation, abstract, references, index terms, review

Motivated by a growing need to understand the computational potential of quantum devices we suggest an approach to the relevant issues via quantum logic and its model theory. By isolating such notions as quantum parallelism and interference within a model-theoretic setting, quite divorced from their customary physical trappings, we seek to lay bare their logical underpinnings and possible computational ramifications. In the first part of the paper, a brief account of the relevan ...

**Keywords**: Hilbert spaces, quantum computing, quantum logic, quantum physics

16 Analog design: Modeling and designing high performance analog reconfigurable circuits

Eric E. Fabris, Luigi Carro, Sergio Bampi

September 2004 **Proceedings of the 17th symposium on Integrated circuits and system design**

Full text available: pdf(272.91 KB) Additional Information: full citation, abstract, references, index terms

The theoretical model for a mixed signal front-end interface for the SOC employing a fixed analog cell is presented in this work. The set of developed equations can be used for high level design space exploration. Moreover, the proposed architecture leads to programmable analog processing functions using digital modules, well suited to current FPGAs platforms and general purpose SOC. Some guidelines are addressed on how the proposed architecture

can lead to greater level of analog design automat ...

**Keywords**: FPAA, analog design, analog programmability, band-pass sigma-delta modulator

**17** Capacity evaluation of frequency hopping based ad-hoc systems

Apurva Kumar, Rajeev Gupta

June 2001 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2001 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 29 Issue 1

Full text available: pdf(979.91 KB) Additional Information: full citation, abstract, references, citings

The IEEE 802.15 Wireless Personal Area Networks (WPAN) study group has been working on evolving a standard for short-range wireless connectivity between low complexity and low power devices operating within the personal operating space (POS). The scenarios envisioned for WPANs are likely to involve a large number of POSs operating in an indoor environment. Among short-range wireless technologies, Bluetooth™ [1] based ad-hoc connectivity comes closest to satisfying the WPAN requirements ...

**Keywords**: GFSK, ad-hoc networks, bit error rate, bluetooth technology, capacity, forward error correction, frequency hopping, throughput

**18** Static resource models for code-size efficient embedded processors

Qin Zhao, Bart Mesman, Twan Basten

May 2003 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 2 Issue 2

Full text available: pdf(651.62 KB) Additional Information: full citation, abstract, references, index terms

Due to an increasing need for flexibility, embedded systems embody more and more programmable processors as their core components. Due to silicon area and power considerations, the corresponding instruction sets are often highly encoded to minimize code size for given performance requirements. This has hampered the development of robust optimizing compilers because the resulting irregular instruction set architectures are far from convenient compiler targets. Among other considerations, they int ...

**Keywords**: Static resource models, constraint analysis, convex hull, phase coupling, scheduling

**19** Analog synthesis & design methodology: Optimal design of delta-sigma ADCs by design space exploration

Ovidiu Bajdechi, Johan H. Huijsing, Georges Gielen

June 2002 **Proceedings of the 39th conference on Design automation**

Full text available: pdf(191.40 KB) Additional Information: full citation, abstract, references, index terms

An algorithm for architecture-level exploration of &SGR;D ADC design space is presented. The algorithm finds an optimal solution by exhaustively exploring both single-loop and cascaded architectures, with single-bit or multi-bit quantizer, for a range of oversampling ratios. A fast filter-level step evaluates the performance of all loop-filter topologies and passes the accepted solutions to the architecture-level optimization step which maps the filters on feasible architectures and evaluates th ...

**Keywords**: ADC, CAD, delta-sigma

20 The Serial Microprocessor Array (SMA): Microprogramming and application examples

P. Corsini, G. Frosini, F. Grandoni, G. Galati, M. La Manna

April 1978 **Proceedings of the 5th annual symposium on Computer architecture**

Full text available: pdf(489.57 KB) Additional Information: full citation, abstract, references, citings, index terms

The structure of the Processing Element (PE), which is the basic component of SMA1, is presented. The PE consists of a simple serial arithmetic unit, a local high speed data memory, serial input and output ports, serial communication channels with neighbouring PE's, and some local control logic. The PE array operates under the control of a microprogrammed Array Control Unit (ACU). The peculiarities of ACU microprogramming are discussed, and some typical microprograms ar ...

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